

ABSTRACT

A simulated consciousness method (10) for an improved human/computer interface. A computer system (12) is programmed to have a Digital Life Form (32) possessing a plurality of attributes (65). A plurality of actions (64) taken relative to objects (60) in the environment (30) contribute to simulated feelings (76) which ultimately control the viability of the Digital Life Form (32). When there are not sufficient energy packets (66) to sustain the Digital Life Form (32) then simulated death 52 results. Therefore, only actions (64) which contribute to the viability of the Digital Life Form (32) are repeated in the long-run. Some of those actions (64) include perception 10 of reality, concept formation, and natural language processing.